```
ec::Transform3D
   # m up
   # m position
   # m_forwardVector
   # m scale
   + Transform3D()
   + ~Transform3D()
   + UpdateLocalMat()
   + GetLocalPosition()
   + GetLocalMat()
   + GetUpVector()
   + GetForwardVector()
   + GetTranslation()
   + GetTranslationX()
   + GetTranslationY()
   and 34 more...
         ec::Node
 # m parent
 # m children
 # m drawables
 + Node()
 + ~Node()
 + Render()
 + UpdateGlobalMatrices()
 + GetGlobalMat()
 + GetParent()
 + SetParent()
 + AddChild()
 + RemoveChild()
 + RemoveChildren()
 and 6 more...
        ec::Camera
+ Camera()
+ Camera()
+ ~Camera()
+ ChangeAspectRatio()
+ UpdateLocalMat()
+ UpdateGlobalMatrices()
+ GetView()
+ GetProjection()
+ SetProjectionOrtho()
+ SetProjectionPerspective()
and 9 more...
```